CLAIMS

What is claimed is:

1   1.   Method of conducting a slot machine game, comprising

2   (A)   providing a set of contest elements for said game in which said set

3   includes a plurality of contest elements having a surface area with playing indicia on said

4   surface area;

5   (B)   designating a version of a showdown card game in the poker family to be

6   utilized in play of a round of the slot machine game;

7   (C)   determining the number of slots to be played by each participant of the

8   game;

9   (D)   displaying a predetermined number of contest elements to each

10   participant, for each slot being played, according to the version of the game;

11   (E)   evaluating the combination of elements in each slot;

12   (F)   if the combination of elements is not a winning combination according to

13   a first Table of Values, repeating steps (D) through (F) a predetermined number of times,

14   or until a winning combination is obtained; and

15   (G)   after said predetermined number of times, if no winning combination is

16   obtained,

17   (i)   permitting each participant to identify one slot for further play, if

18   more than one slot is being played,

19   (ii)   permitting each participant to selectively reject at least one but not

20   all elements obtained in the identified slot;

21   (iii) distributing additional elements to each participant corresponding

22   to the number of elements, rejected in step (ii), above; and

23   (iv) evaluating the combination of elements held by each participant

24   against a second Table of Values.

1   2.   The method of claim 1, further comprising the steps of:

2   (H) permitting a participant to make a wager to participate when the version of

3 the game to be played has been designated, and

4   (I) paying such participant a preestablished amount, based on the amount of

5 such wager, if a slot of such participant evaluated in step (E) comprises a predetermined

6 winning combination of elements according to said first Table of Values, or

7   (J) paying such participant a preestablished amount, based on the amount of

8 such wager, if a slot of such participant evaluated in step (G) comprises a predetermined

9 winning combination of elements according to said second Table of Values.

1   3.   The method of Claim 2, in which such predetermined winning

2 combinations are based on an accepted standard for poker hand rankings.

1   4.   The method of Claim 1, wherein said combinations are determined for five

2 card poker hands.

1   5.   The method of Claim 4, in which a separate deck is used for each said

2 five-card poker hand.

1   6.   The method of Claim 1, in which a separate deck is used each time steps

2 (D) through (F) are repeated.

1   7.   The method of Claim 1, in which said game is played on a device selected

2 from the group consisting of:

3   a) electronic video game machines;

4   b) computers;

5   c) hand-held mechanical devices; and

6   d) hand-held video devices.

1   8.   A slot machine comprising:

2   (A)   game initiating means to initiate a game on the machine;

3   (B)   display means disposed to display the game being played on the machine

4 wherein said display means is arranged to display a plurality of contest elements;

5   (C)   game control means responsive to the initiating means to control the

6 playing of the game, wherein the control means

7   (i)   causes the display means to display a first combination of contest

8   elements, wherein the number of elements in such first combination corresponds

9   to a selected game of chance, said control means evaluates said first combination

10   of contest elements to determine if a winning combination is displayed, and

11   awards a prize to a player in the event that said first combination matches a

12   winning combination based on a first Table of Values;

13   (ii)   if said first combination of contest elements is not a winning

14   combination based on said first Table of Values, said control means causes said

15   display means to display a second combination of contest elements, wherein the

16   number of elements in such second combination corresponds to the number of

17   elements in said first combination of elements, said control means evaluates said

18   second combination of contest elements to determine if a winning combination is

19   displayed, and awards a prize to said player in the event that said second

20   combination matches a winning combination based on said first Table of Values;

21   and

22   (iii)   if no winning combination has been obtained, said control means

23   causes said display means to display additional combinations of elements until a

24   predetermined number of non-winning combinations has been played; and

25   (D)   element selection means responsive to the control means, wherein

26   (i)   said control means permits a player to select contest elements to

27   hold at least one but not all contest element, and to reject selected elements from

28   the last combination;

29   (ii)   said control means causes said display means to display a number

30   of additional contest elements, wherein the number of additional elements

31   corresponds to the number of elements rejected; and

32   (iii)   said control means compares the combination of contest elements

33   held and the additional contest elements to determine if a winning combination is

34   displayed, and awards a prize to the player in the event that said combination of

35   contest elements matches a winning combination according to a second Table of

36   Values.

1   9.   The slot machine of Claim 8, further comprising means for a player to

2   wager on the displayed combination of elements.

1   10.   The slot machine of Claim 8, wherein the display means comprises a

2   touch sensitive video screen and the player selects indicia by touching areas of the screen

3   on which the selected indicia are displayed.

1   11.   The slot machine of Claim 8, including buttons indicating grid reference

2   on the display such that indicia positions may be selected by the player pressing buttons.

1   12.   The slot machine of Claim 8 wherein the display is a mechanical or

2   electromechanical device.

1   13.   An electronic system for playing a slot machine game having a plurality of

2   play options wherein a win or a loss is determined after each play of the game, the system

3   comprising:

4   (A)   a game enclosure, the enclosure including a player interface means for at

5   least one player to physically interact with the system;

6   (B)   bet value entry means for generating a bet value signal to the system, the

7   bet value signal representing an amount of a bet placed by said player;

8   (C)   player display means arranged to display a plurality of contest elements

9   for visually indicating to the player said contest elements having indicia thereon;

10   (D)   game initiating means to initiate a game on the machine;

11   (E)   processor means; and

12   (F)   game control means responsive to the initiating means and the processor

13   means to control the playing of the game, wherein the control means

14   (i)   causes the display means to display a first combination of contest

15   elements, wherein the number of elements in such first combination corresponds

16   to a selected game of chance, said processor means evaluates said first

17   combination of contest elements to determine if a winning combination is

18   displayed, and said game control means awards a prize to a player in the event

19   that said first combination matches a winning combination based on a first Table

20   of Values;

21   (ii)   if said first combination of contest elements is not a winning

22   combination based on said first Table of Values, said control means causes said

23   display means to display a second combination of contest elements, wherein the

24   number of elements in such second combination corresponds to the number of

25   elements in said first combination of elements, said processor means evaluates

26   said second combination of contest elements to determine if a winning

27   combination is displayed, and said control means awards a prize to said player in

28   the event that said second combination matches a winning combination based on

29   said first Table of Values; and

30   (iii)   if no winning combination has been obtained, said control means

31   causes said display means to display additional combinations of elements until a

32   predetermined number of non-winning combinations has been played; and

33   (G)   element selection means responsive to the control means, wherein

34   (i)   said control means permits a player to select contest elements to

35   hold at least one but not all contest element, and to reject selected elements from

36   the last combination;

37   (ii)   said control means causes said display means to display a number

38   of additional contest elements, wherein the number of additional elements

39   corresponds to the number of elements rejected;

40   (iii)   said processor means compares the combination of contest

41   elements held and the additional contest elements to determine if a winning

42   combination is displayed, and said control means awards a prize to the player in

43   the event that said combination of contest elements matches a winning

44   combination according to a second Table of Values; wherein

45   (H)   the processor means is electrically connected to the player display means,

46   to the player selection means, to the bet value entry means, and to the game control

47   means.